



CORVUS BELLI INFINITY

OPERATION: ICESTORM

INTRODUCTORY
RULEBOOK

INFINITY

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Original Title: Infinity. Operation: Icestorm.

First edition: July 2014.

Infinity is a trademark of Corvus Belli S.L.L. Rúa Seixo, 13. 36940 Cangas. Pontevedra. Spain. www.corvusbelli.com

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Printed by: Originarte Diseño-Impresión S.L.

ISBN-10: 84-617-0659-5

www.infinitythegame.com

Printed in Spain

ISBN-13: 978-84-617-0659-4

www.corvusbelli.com



INTRO

It is one hundred and seventy-five years into the future. The star systems colonized by Humanity, collectively called the Human Sphere, have been claimed by massive interstellar nations, who trade covert blows in secret wars to control the delicate balance of power. But an alien threat from the great beyond threatens to change everything...

The main human nations (PanOceania, the ultramodern Hyperpower; Yu Jing, its advanced competitor, born of Asia; Haqqislam, the new Islam of philosophy and humanism; the Nomads, anarchistic space wanderers; Ariadna, tough colonists stranded in a hostile world; and ALEPH, the omnipresent AI that pulls the strings from the shadows), along with the Tohaa, an alien race with its own mysterious agenda, must join forces to fight the outsider forces of the Combined Army and its master the EI, an alien artificial intelligence that plans to integrate the Human Sphere into its immense, all-devouring galactic empire.

Will they be able to put their differences aside, or will their infighting be their undoing at the hands of the alien invaders?

Infinity is a tabletop wargame that uses 28 mm metal miniatures to create skirmishes in a hi-tech sci-fi setting influenced by manga aesthetics, an exciting, action-packed vision of the near future where special operations determine the fate of Humanity.

Infinity will present you with non-stop challenges that will test all your tactical skills. To defeat your opponent, you will need to take advantage of your environment, employ your troops' many abilities, exploit your enemies' weaknesses and meet your mission parameters before it is too late.



PANOCEANIA

PanOceania is number one, the greatest power in the Human Sphere. It has the most planets, the healthiest economy and the most advanced technology. PanOceania is a true melting pot of cultures that, with their pragmatic and generous character, consider themselves the defenders of the Western traditions of democracy and welfare. PanOceanians are a proud people who often come across as slightly conceited, with their constant reminders of the technological superiority of their society, and particularly that of their army.

FUSILIERS

Fusiliers are the backbone of the PanOceanian Military Complex, with presence in all PanOceanian territories. The members of this light infantry corps are professional soldiers trained in a wide variety of combat situations who know they can count on plentiful resources and constant support. They are fine combatants, thoroughly drilled and ready to participate in modern day conflicts both domestic and foreign. Fusiliers are the best corps in the army, the ones who buckle down and get things done. The rest are there only to give them support. Forget about fancy hi-tech weapons and special operations, Fusiliers are *the* army...



AKALIS, SIKH COMMANDOS

Elite mobile units tasked with jumping behind enemy lines and wreaking havoc amongst their ranks by striking from poorly defended angles. The Akalis Commando Regiment is fully qualified for immediate land, sea, air and orbital deployment, occupation of a combat area and, if required, repeated aerial and ground assaults to neutralize enemy forces and capture and control key locations and facilities. The Akalis Commandos recruit their members exclusively from among the best warriors of Sikh ethnicity. Akalis (singular Akal) can be translated as "the Timeless", but they call themselves "the Children of God the Deathless".

SVALARHEIMA NISSES

PanOceanian Nisses are a battle-hardened Tactical Assault Group from Svalarheima, created for Security and Forward Team operations. Nisses receive special training to be able to operate in icy environments, as befits the extremely harsh climate of their home planet, Svalarheima. In such an adverse environment, mistakes cost life and limb, but Nisses are callous veterans and remain unaffected by the cold. In fact, it makes them that much more deadly. When a storm breaks there are no volunteers to go outside and locate the enemy, but Nisses are not afraid of the storm; they *are* the storm.



ORC TROOPS

Only the very best soldiers can aspire to join one of the infantry units in the Heavy Tactical Group, unofficially but ubiquitously called "Orc" Troops. The "Orc" moniker comes from the logo of the manufacturer of their combat armors, the ORC Corporation, which stands for Omnia Research & Creation. Orc Troops have a reputation as seasoned veterans who volunteer for the most aggressive operations. As multipurpose heavy infantry, Orc Troops are often destined for the hottest battlefronts, to establish a tough line of defense or crack an enemy formation.

MILITARY ORDER FATHER-KNIGHTS

Father-Knights are one of the most prominent staples of the PanOceanian forces, always leading the charge - whether surrounded by the regular army or their own Military Orders. Each ordained priest, they have received intensive combat training and are renowned as expert tactical support and close-quarters combatants. When deployed alongside regular forces, they provide PanOceanian soldiers with much-needed moral support. Father-Knights are shepherds of men, and they know how to lead troops into the fray. They look them in the eye and persuade them to go beat up the enemy because that is what God wants, because it is the right thing to do, and because it is their duty. And they do. With these warrior priests at the front of PanOceanian forces, victories are driven home and defeats turned into successes.



BRIEFING OPERATION: ICESTORM



[Cargo hold of the Nomad Covert Insertion Shuttle NS *Simply Irresistible*. Outer orbit of Svalarheima. T-2 hours to mission start.]

"Alright, ladies. Good morning and welcome back to the land of the living. C'mon, now. Wipe the sand from your eyes and pay attention, it won't be long before you start earning some of that handsome salary the Nomad Military Force is squandering on you."

"I don't know about handsome, Sarge. My checks have been looking pretty ugly lately..."

"You shut your mouth, Ortega, or I'll break your ugly mug myself! Now, everyone wake the fuck up and knock back your tonic juice before your step out of the acceleration pods. You need the electrolytes and it'll help you pass the sedatives and anti-GPlus drugs."

"Ugh. Sarge, this stuff is disgusting."

"That's because I pissed in your carton while you were sleeping, Maldonado. Big gulps, everyone! The juice will help you get over the physical shock of sustained acceleration."

"Ew. Then how come mine also tastes like ass, Sarge?"

"I double-dipped yours, Díaz. On your feet, everybody. If the ship has brought us round, that means we're decelerating and about to reach our destination. So as soon as you are done drinking and whining like toddlers, connect your comlogs to the shuttle data sphere to start the briefing."

"Data silence is over, Sarge? Does Command finally trust us?"

"The only thing in this shuttle I trust less than you, Ayala, is your stupid hair. I'm letting you download the data because now it's too late for you to fuck up the mission by calling your mamita to say you miss her and casually mentioning where we're headed."

"And just where are we headed, Sarge?"

"Excuse me, Maldonado. I always forget you never learned your letters. The rest of you can check your tactical visors to see we're on a covert insertion course towards Svalarheima. We should be landing in the desolated PanOceanian region of Trollhåtan, in an area called Ensom Dal, SvalarNorse for 'Lone Valley'. Our target is an isolated research center owned by the Moto.tronica corporation. You know the one; they make those pretty blue TAGs we love to watch blow up."

"Uh-oh, Sarge. Is this going to be, like, a proper fight? Or is it an industrial espionage-type deal?"

"It's called an 'operation to evaluate foreign technical capabilities', Ortega. Learn the lingo or shut up, and don't go around spouting PanOceanian propaganda lines about us poor little Nomads. Anyway, apparently Moto.tronica is developing a prototype for an advanced auto-medical system for their Remote Presence cockpits."

"An auto-medical system? Why do the bosses care if a machine is sticking band-aids on some guy miles away from combat to begin with?"

"We already know you're an idiot, Díaz; no need to prove it every time you open your mouth. If the cockpits can keep their pilots operational longer by fighting the effects of fatigue and stress,

their performance goes up, and they need fewer pilots to keep a full schedule. That means PanOceania has well-rested pilots all the time, and we feel the impact of that directly on the battlefield. Because no matter how long an operation drags, their TAGs are always one hundred per cent, quick and alert. And that's bad news for all of us, even for dimwit like you, Díaz."

"But, Sarge, we know nothing about 'biomedical oversight in virtual immersion devices'. I'm looking at this crap in my tactical visor and it all looks like gibberish. How are we going to be sure to take the right schematics?"

"For that very reason, the Observance has appointed one of their Reverend Healers to our team. She will be the mission specialist. She has the requisite medical and technical knowledge, in addition to a lot of weapons and a lot of attitude. She's the protagonist of our little movie; the rest of us are here just to make way for her."

"You're telling us there's a witch on board?"

"If she hears you say 'witch', Ayala, you'll need a new tongue. Reverends are not known for their sense of humor or their sunny disposition. Right now she's upstairs on deck, talking to the crew or praying or sharpening knives or doing whatever it is Reverends do when we can't see them. She'll be joining us right before landing. I don't want any trouble with her; you hear me?"

"We're not insane, Sarge. We all want to live long lives, with all our limbs still attached."

"Maybe so, Ortega, but you never know with morons like you. Alright, no more dawdling. Open your briefing holo-maps to follow along. Basically, the deal is we need to take control of the Moto.tronica R&D facilities in Ensom Dal. As you can see, the guys from Strategic have called this 'Operation Icestorm', honoring the warm climate of Svalarheima. The play-by-play should have five stages."

"The first stage is securing the perimeter; controlling the ingress points and establishing a secure escape route. A small group of Alguaciles, under Ortega's command, should do a decent job of that."

"The second stage will involve securing the warehouses so we can make sure not to leave behind any interesting experimental cargo. Since this is a bigger area, we'll send another contingent of Alguaciles, whose asses will be safe thanks to my expertise and superior aim."

"Thanks a bunch, Sarge. We feel a lot better knowing you will be by our side wearing a Mobile Brigada suit that will protect you from whatever ends up killing us."

"That's nice to know, Ayala, seeing as your peace of mind is my fucking raison d'être. The third and fourth stages are clearance sweeps of the Alpha and Beta production areas. These zones look like they could become death traps and whatever hostile resistance we meet will be using that against us. Luckily, the Tunguska Dragnet has decided to endow us with one of their oh-so-glamorous Grenzers to help with ambush attempts, and this sullen Spektr here, who will scout ahead to locate and neutralize potential threats."

"It is always a pleasure working with our sweaty, rancid brothers from Corregidor, Sergeant."

"And we thank you ever so sincerely, Grenzer Bukovac. Finally, the fifth stage of the operation is the most important: controlling the Research and Development area, where the labs are. The main assault force will head straight there, escorting the Reverend Healer, to guarantee the overall success of the operation. Questions?"

"What kind of hostile response are we expecting, Sergeant?"

"Pay attention to this scene, you louts. Grenzer Bukovac has inquired about the mission, using the appropriate jargon, and he didn't even need swear words to do so. The professionalism of our Tunguskan colleagues is a shining example to us Corregidor grunts, who somehow end up doing all the work..."

"Anyway, back to the illustrious Grenzer Bukovac and his question: if the PanOceanian early warning systems spot our shuttle, there will be trouble. The Black Hand analysts project that a rapid intervention force leaving the Nykåfjord military forward post would be able to reach the research center concurrently with us. Also, PanOceania has a military suborbital transport flying over that latitude, so we might be seeing airborne operatives supporting the intervention force."

"But, if these facilities are working on sensitive materials from such an isolated location, wouldn't there be some kind of permanent security team, Sergeant?"

"Well, I'll be... that's the first time I heard a Spektr talk. I totally bought the rumors that you 'invisible spies of Tunguska' were all mutes."

"We are taught not to speak unless we have to, Sergeant. In our line of work, silence is a powerful ally."

"Don't you worry. The less you open your mouth, the better we'll all like you... About your question: yes, indeed. Moto.tronica does have some private security in the facilities, including a few of your standard CSU agents. They might be an inconvenience... or an unexpected support. Apparently the shuttle's Tactical Hacker has managed to infiltrate their security network and has tampered with the IFF on their fire control systems. Those corporate watchdogs will probably open fire on anything that moves. It could be us, or it could be their PanOceanian reinforcements."

"Well, that's great news, Sarge. It'll be worth it just to see those PanOs shooting each other up!"

"What will be worth it is you prepping your gear and studying the mission specs while we're en-route. Time is running out, ladies, and I don't want any of you to screw this up. I'm talking to you, Díaz. Hopefully you won't tarnish the reputation of the Alguaciles Corps this time."

"You know I give every mission my best, Sarge."

"That's exactly my concern, Díaz..."



MISSION 1: PERIMETER CONTROL

PanOceanian early warning systems have detected an unidentified shuttle following an approach vector towards Moto.tronica's R&D facilities on Ensom Dal. As per established security protocols, a rapid response team has been mobilized to identify and intercept the intruders. Due to the presence of ongoing Top Secret research in the Moto.tronica compound, use of lethal force has been authorized. Standard operational procedure for the first phase of the operation is to secure the perimeter and all access routes to avoid a breach or escape.

INTRODUCTION

This mission introduces a very simplified version of Infinity's core mechanics. Subsequent missions will progressively flesh out these rules to provide you with a hands-on learning experience.

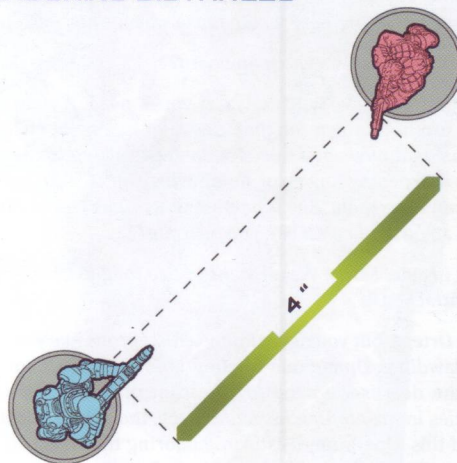
YOU WILL NEED

- » Measuring tape
- » 3 twenty-sided dice (d20) per player
- » 3 Infinity miniatures per player
- » Model terrain
- » A gaming table

MEASURING TAPE: HOW TO MEASURE

All game distances are given in inches. When measuring the distance between two troopers, use the borders of their bases nearest to each other. When moving troopers around the battlefield, make sure to always use the same part of the base for your measurements.

MEASURING DISTANCES



OPERATION: ICESTORM CONTENTS

- » 14 metal miniatures
- » 6 dice
- » Scenery pack
- » Markers and templates sheet
- » Introductory rulebook

GAME TABLE AND TERRAIN

We recommend using a 48" by 48" table for Infinity games, but the missions included in this rulebook can be played on a 32" by 24" surface using the included game mat.

We strongly suggest you make sure the game area includes plenty of model terrain and scenery to simulate cover and blind angles. Each mission included in this rulebook has a diagram with instructions on how to arrange the pieces of scenery on the game mat.

TROOPER PROFILE

Each Infinity trooper has a *Trooper Profile* that details his *Attributes*: a series of numeric values that represent how well the trooper can fare against the game's challenges. The different *Attributes* of Infinity troopers are:

- » MOV: Movement
- » BS: Ballistic Skills
- » CC: Close Combat
- » PH: Physique
- » WIP: Willpower
- » ARM: Armor
- » BTS: Bio-Technological Shield
- » W: Wounds
- » S: Silhouette

Additionally, Trooper Profiles list the trooper's Special Skills, Equipment and weapons.



FUSILIERS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S
4-4	13	12	10	12	1	0	1	2

Combi Rifle
Knife



Corregidor ALGUACILES

MOV	CC	BS	PH	WIP	ARM	BTS	W	S
4-4	13	11	10	13	1	0	1	2

Combi Rifle
Knife



LINE OF FIRE (LOF)

Line of Fire (**LOF**) is the criterion by which players determine whether a trooper can see his target. LoF is an imaginary straight line between a trooper and his potential target.

In Infinity, troopers have a LoF angle of 180°, that is, they can see with the front half of their base. For a trooper to be able to draw LoF to his target, these conditions must be met:

- » The target must be within the trooper's front 180° arc.
- » The trooper must be able to see a part of his target at least the size of its head.
- » LoF must not be obstructed by other troopers or by pieces of scenery.

ROLLS

To figure out whether a trooper is able to successfully complete his action, roll a twenty-sided die (d20). Playing with these rules, each player might need to roll up to three dice simultaneously.

NORMAL ROLL

Only one player takes part in a Normal Roll. Roll a d20 and compare the result to the acting trooper's relevant Attribute. If the result is equal to or lower than the Attribute, the action is successful.

FACE TO FACE ROLL

When two or more troopers have opposing intentions, both players participate in a Face to Face Roll. Each player rolls a d20 and compares the result to their trooper's Attribute and to the opponent's result. The trooper with the highest result that did not go over its Attribute value wins the Face to Face Roll and cancels the opponent's attempt.

If the players can roll more than 1 d20, when comparing, successes cancel enemy successes with a lower die result—even if they are canceled, in turn, by higher enemy successes.

In the event of a tie, both rolls cancel each other and no effects are applied.

MODIFIERS (MOD)

Modifiers (sometimes called **MODs**) are penalties or bonuses different game situations can impose on a Roll. *Modifiers* can be either positive or negative and they are applied to the *Attribute* **before** rolling the dice.

Maximum Modifier

The **total** sum of all *Modifiers* applied to a Roll can never exceed +12 or -12.

IMPORTANT!

Whenever a rule mentions the value of an *Attribute*, consider it to mean the **final value**, obtained after applying **all MODs**.

CRITICALS

If the result on the dice is equal to the final value of the Attribute, the Roll is a *Critical* success.

In a Face to Face Roll, *Criticals* always win, trumping any non-critical result rolled by the opponent. If both players roll a *Critical*, the Face to Face Roll is a tie and both troopers fail.

INITIATIVE ROLL

To decide which player goes first, make a Face to Face Roll using WIP.

DEPLOYMENT

Before the game begins, players must deploy their troopers on the battlefield. The winner of the *Initiative Roll* will be the first to perform the Deployment. Each player has his own *Deployment Zone*.

Each trooper's base must be inside the *Deployment Zone* in its entirety. Troopers can be deployed over the buildings and containers placed inside the *Deployment Zone*.

You may only deploy troopers where their base fits.

GAME SEQUENCE

The game is played in a series of *Rounds*, and each *Round* is divided into two Player Turns.

The player who won the *Initiative Roll* goes first, that is, has the first Player Turn. When that Turn ends, the opponent's Turn begins. Alternate Turns until one player loses all his troopers. Then, the game ends.

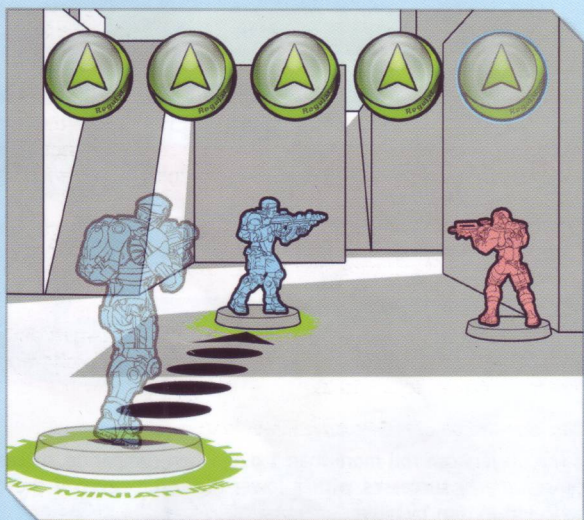
ACTIVE PLAYER, REACTIVE PLAYER

The Active Player is the player currently playing his Turn. During the opponent's Turn, that player becomes the Reactive Player.

SPENDING AN ORDER

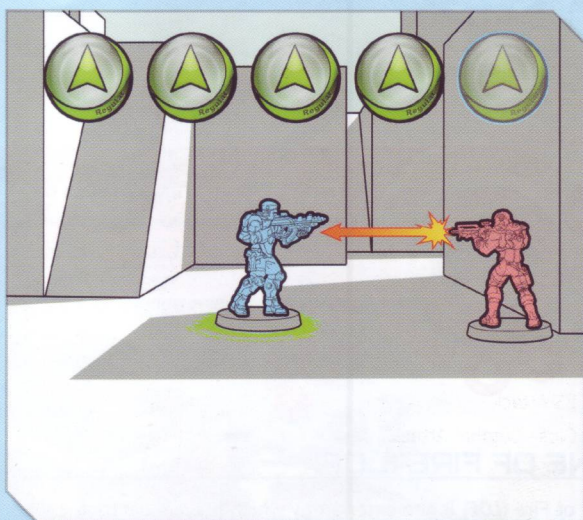
STEP 1

Active Player declares 1st Short Skill of the Order: *Move*



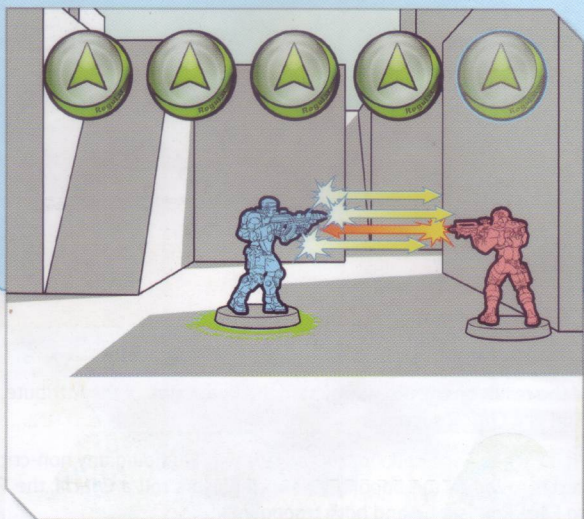
STEP 2

Reactive Player declares ARO: *BS Attack*



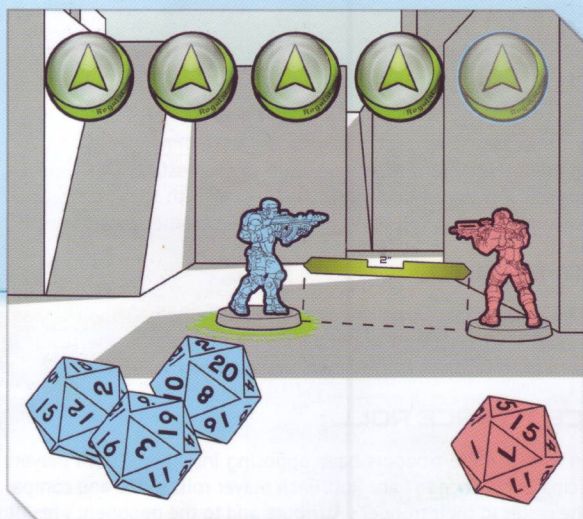
STEP 3

Active Player declares 2nd Short Skill of the Order: *BS Attack*



STEP 4

Measure *BS Attack* distance and make *Rolls*



ORDER POOL

As the *Active Player*, the first thing you must do when your *Active Turn* begins is count how many of your troopers are still alive on the table. That is the number of Orders you may spend during that *Active Turn*. These make up your *Order Pool*.

By spending one Order, you may activate one trooper. You decide which trooper to activate each time you spend an Order. You could activate each trooper once, use all your Orders on one trooper, or anything in between.

Once you have spent all your Orders, your *Active Turn* ends.

MARKERS

Markers help keep track of all that happens during the game. For this first mission, you will need three Regular Order Markers (REGULAR) for each player.



ORDERS

During your *Active Turn*, you spend your Orders sequentially to activate your troopers. By spending one Order, you may have one of your troopers perform one of the following combinations of Skills:

- » Move + BS Attack (Ballistic Skill)
- » Move + CC Attack (Close Combat)
- » Move + Dodge
- » Move + Move

AROS

When the *Active Player* declares the first Skill of an Order, and before he can declare the second, both players check to see if any of the *Reactive Player's* troopers can react with an ARO (Automatic Reaction Order).

All of the *Reactive Player's* troopers that have *Line of Fire* to (that is, they can 'see') the trooper that is using the Order, may declare one of these AROs:

- » BS Attack
- » Close Combat Attack
- » Dodge

SKILLS

MOVE

When a trooper declares Move, he may move up to his first *MOV* value in inches. While moving, he may freely change the direction he is facing.

Declaring Move includes disclosing the exact route the trooper follows.

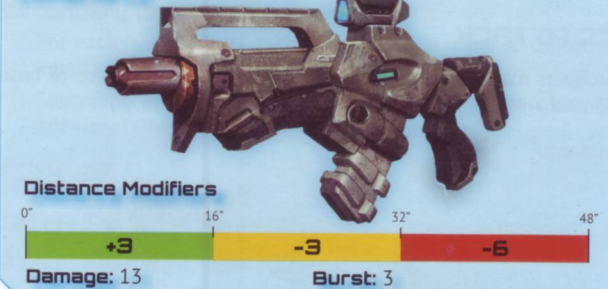
The second value of the *MOV* Attribute is the number of inches a trooper may move if he declares Move for the second time during a single Order.

BS ATTACK

In order to declare a BS Attack, the trooper must have *Line of Fire* to his target and must not be in base to base contact with an enemy.

Before rolling the BS Attack, measure the distance between the trooper and his target and apply the appropriate *MOD* to his *BS* Attribute.

COMBI RIFLE



BS Attack Roll and Burst

When one of your troopers declares a *BS Attack*, you make a *BS Roll* to find out whether the attack was successful. If the target declares a *BS Attack* against your trooper in response or tries to *Dodge* your attack, then you both make a *Face to Face Roll*. Otherwise, resolve the attack with a *Normal Roll*.

When he declares a *BS Attack*, a trooper in his *Active Turn* may shoot as many times as the *Burst (B)* value of his weapon (in this case, a Combi Rifle). The *Active Player* may distribute those shots among any number of targets, but must do so during the declaration of the attack.

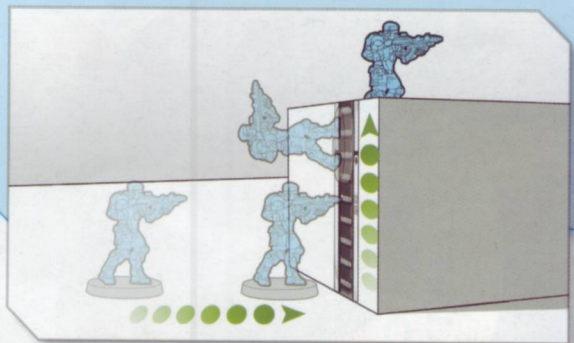
The *Active Player* rolls as many d20s as the *Burst* value of his trooper's Combi Rifle, and compares the results to the *BS* of the trooper, as explained above under *Rolls*.

If the *Active Player* splits his *Burst* between different targets and they react in ARO, each *Face to Face Roll* is rolled separately following the order the *Active Player* wishes.

The *Burst* value of the *Reactive Player* is always 1.

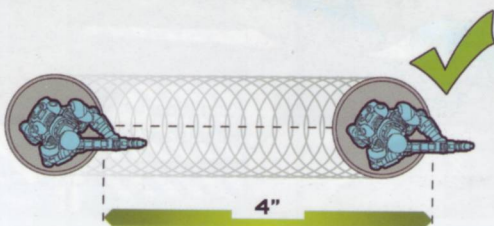
MOVEMENT AND LADDERS

Troopers can use ladders and stairs to reach the roofs of terrain pieces.



BE CAREFUL!

Remember to measure from the same spot in the model's base at the start and at the end of a Movement.



Cover

Cover can obstruct *Lines of Fire* and offers troopers a modicum of protection. The target of a *BS Attack* is in Partial Cover when it is in base to base contact with a piece of scenery that partly blocks the *Line of Fire* of the attacker.

Troopers in Partial Cover impose a -3 *Modifier* to the *BS Attribute* of their attacker, and also enjoy a +3 *Modifier* to their own *ARM Rolls*.

CC ATTACK

Troopers may only declare a *CC Attack* if they are in base to base contact with their target.

KNIFE



Damage: PH -1

Burst: 1

CC ATTACK ROLL

When one of your troopers declares a *CC Attack*, you make a *CC Roll* to find out whether the attack was successful. If the target declares another *CC Attack* or a *BS Attack* against your trooper in response or tries to *Dodge* your attack, then you both make a *Face to Face Roll*. Otherwise, resolve the attack with a *Normal Roll*.

Roll a d20 and compare the result to the *CC Attribute* of your trooper as explained above under *Rolls*.

LINE OF FIRE AND COVER

NO COVER



PARTIAL COVER



TOTAL COVER



Kum Rider
Haqqislam

DODGE

To declare *Dodge*, a trooper must be in base to base contact with, or have *Line of Fire* to, an attacking enemy.

A trooper that declared *Dodge* makes a *Physique (PH)* Roll to avoid the CC or BS Attack.

Additionally, troopers in their *Reactive Turn* that Dodge successfully may move up to 2 inches. This movement cannot be used to enter base to base contact with an enemy.

ARMOR AND DAMAGE

Successful attacks force their target to pass an Armor (ARM) Roll or receive injuries and be removed from play.

To make an ARM Roll, roll a d20 and add the result to the ARM Attribute of your trooper. If the sum is higher than the *Damage* value of the weapon used in the attack, the trooper passes his ARM Roll. If the sum is equal to or lower than the *Damage* of the weapon, the trooper loses one point from his *Wounds* Attribute.

If the trooper loses his last *Wounds* point, he is removed from play.

If the trooper survives an *Attack* against him from outside of his 180° LOF, he can turn to face the attacker, at the end of the Order and without any Roll required.

When a *Critical* success is rolled in any *Attack* Roll (Being a BS or a CC Attack) the target loses directly one point of his *Wounds* Attribute value without any ARM Roll required.

MISSION DETAILS

Main Objectives

- » For each enemy trooper eliminated at the end of the game (1 Objective Point).
- » Eliminating all enemy troopers by the end of the game (2 additional Objective Points).

Secondary Objectives

- » For each friendly trooper that survived the game (1 Objective Point).
- » Sustaining no friendly casualties by the end of the game (2 additional Objective Points).

FORCES

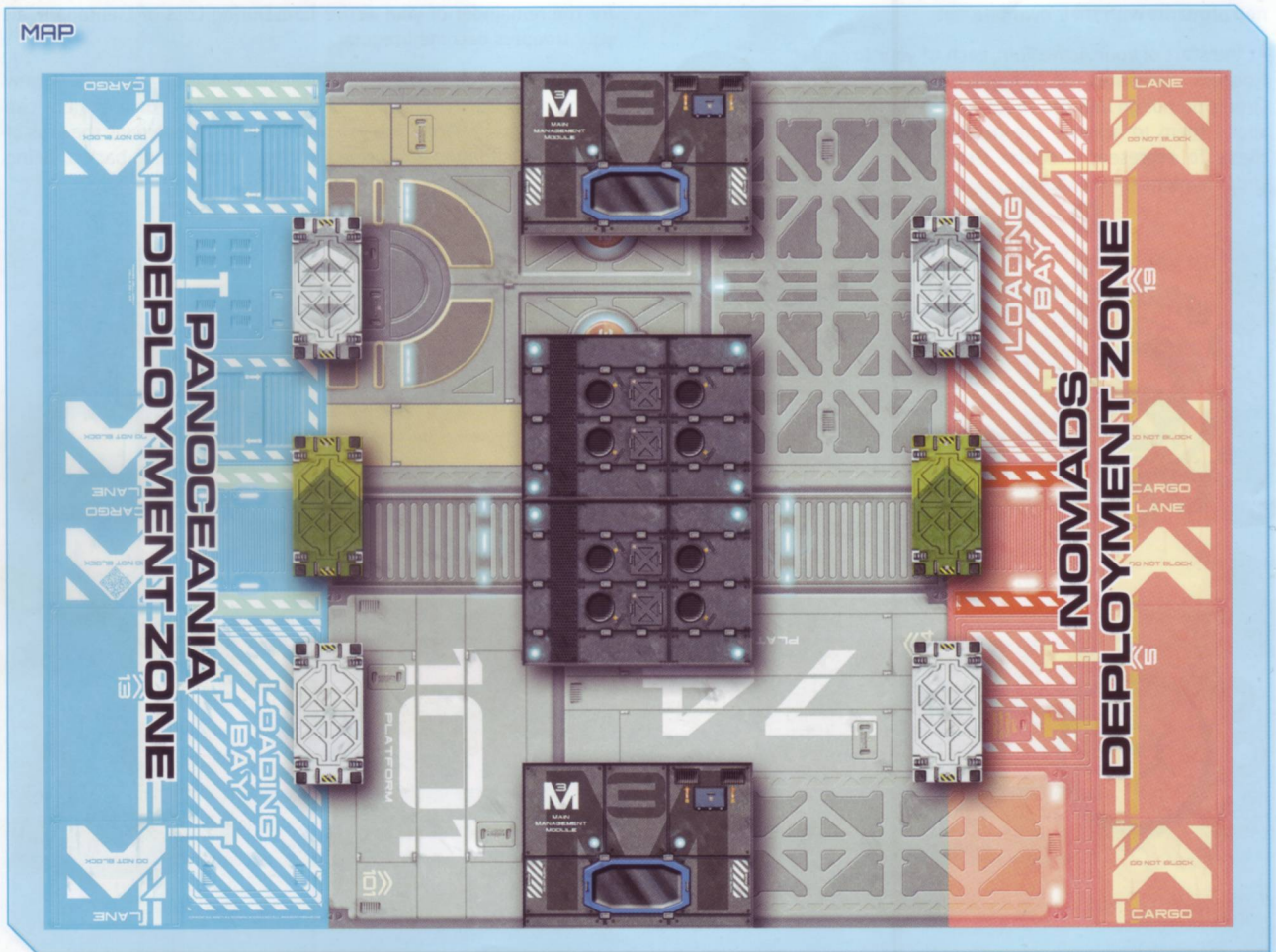
Side A (PanOceania): 3 Fusiliers.

Side B (Nomads): 3 Corregidor Alguaciles.

END-GAME CONDITIONS

The game ends when one of the players has no more troopers on the table. Victory goes to the player with the most *Objective Points*.

MAP



MISSION 2: SECURE THE WAREHOUSE

Emergency lighting flickered across the imposing blue armor of the Orc sergeant as he oversaw the deployment of the Fusiliers under his command. Preventing the Nomad operatives from gaining access to the storage units and their secrets was of the utmost importance. Luckily, the PanOceanian forces were prepared to do just that. Sergeant Murray was a grizzled veteran with years of harsh combat experience; with him on their side, victory was assured.

INTRODUCTION

This mission introduces the concept of a *Lieutenant*, the *Loss of Lieutenant* rule, and the difference between Regular and Irregular Orders. It will also explore some of the depth of the *Initiative and Deployment* rules.

TRAINING: REGULAR AND IRREGULAR TROOPERS

The profile of each trooper indicates whether it is  **REGULAR** or  **IRREGULAR**.

REGULAR

Regular troopers have received formal military training and can work as a team.

At the start of your *Active Turn*, each of your Regular troopers provides you with a Regular Order. Regular Orders go into your *Order Pool*, so you may spend them to activate any trooper. To represent Regular Orders, use Regular Order Markers (REGULAR).



IRREGULAR

Irregular troopers have received inadequate training and are concerned primarily with their own fate.

At the start of your *Active Turn*, each of your Irregular troopers generates an Irregular Order. Irregular Orders do not go into the *Order Pool*, so you may only spend them to activate the trooper that generated them. To represent Irregular Orders, use Irregular Order Markers (IRREGULAR).



LIEUTENANT

The *Lieutenant* is the leader of your combat force. He is responsible for coordinating your troops and making on-the-ground tactical choices.

The identity of your *Lieutenant* is a secret. You must write down the identity of your *Lieutenant* before the game starts, and disclose that information to your opponent only when your *Lieutenant* dies or you use the *Special Lieutenant Order*.

SPECIAL LIEUTENANT ORDER

Each of your *Active Turns*, your *Lieutenant* generates an extra Special Order that he can only use on himself. To represent it, use the Lieutenant Order Marker (LIEUTENANT).



Using the Special Lieutenant Order will reveal the identity of your *Lieutenant*.

LOSS OF LIEUTENANT

At the start of each of your *Active Turns*, before counting the number and type of Orders you have available, you must perform a check to see if your *Lieutenant* is still alive or has been removed from play.

In the latter case, your army enters a state called Loss of Lieutenant for the remainder of your *Active Turn*. During Loss of Lieutenant, all your troopers become Irregular.

At the end of that *Active Turn*, you must secretly appoint a new Lieutenant and write down his identity before your opponent can start their *Active Turn*. Once you appoint a new *Lieutenant*, the Loss of Lieutenant situation is canceled and your troopers go back to being Regular.



ORC TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-4	15	14	14	12	4	3	2

Combi Rifle
Knife



MOBILE BRIGADA

MOV	CC	BS	PH	WIP	ARM	BTS	W	S
4-4	15	13	14	13	4	3	2	2

Combi Rifle
Knife



INITIATIVE ROLL

Before the game starts, players make a Face to Face Roll using their respective *Lieutenant's* WIP Attributes. The winner can choose between keeping *Deployment* or keeping *Initiative*. Whichever option the winner refused goes to the other player.

KEEPING INITIATIVE

The player who kept Initiative gets to choose which player has the first *Player Turn* and which player has the second. This order is maintained in successive Rounds.

KEEPING DEPLOYMENT

The player who kept Deployment gets to choose who deploys first, and in which *Deployment Zone*.

IMPORTANT!

Both players must make and announce their choices **before** the *Deployment Phase* begins.

DEPLOYMENT PHASE

During the Deployment Phase, before the first Round starts, players place their troopers on the battlefield.

The Deployment Phase is divided into the following steps:

- 1. Player One Deployment:** The first player to deploy, as decided by the player who kept Deployment, places all his troopers inside his *Deployment Zone*.
- 2. Player Two Deployment:** Once Player One is done, Player Two places all their troopers inside their *Deployment Zone*.

DEPLOYMENT RULES

To deploy your troopers on the table, follow these rules:

- » The base of the trooper must be entirely within the *Deployment Zone*.
- » Unless otherwise agreed upon, troopers cannot deploy to a location without enough space to fit their entire base.

MISSION DETAILS

Main Objectives

- » For each enemy trooper eliminated at the end of the game (1 Objective Point).
- » Being the first to eliminate the enemy *Lieutenant* (2 Objective Points).

Secondary Objectives

- » For each friendly trooper who survives the game (1 Objective Point).

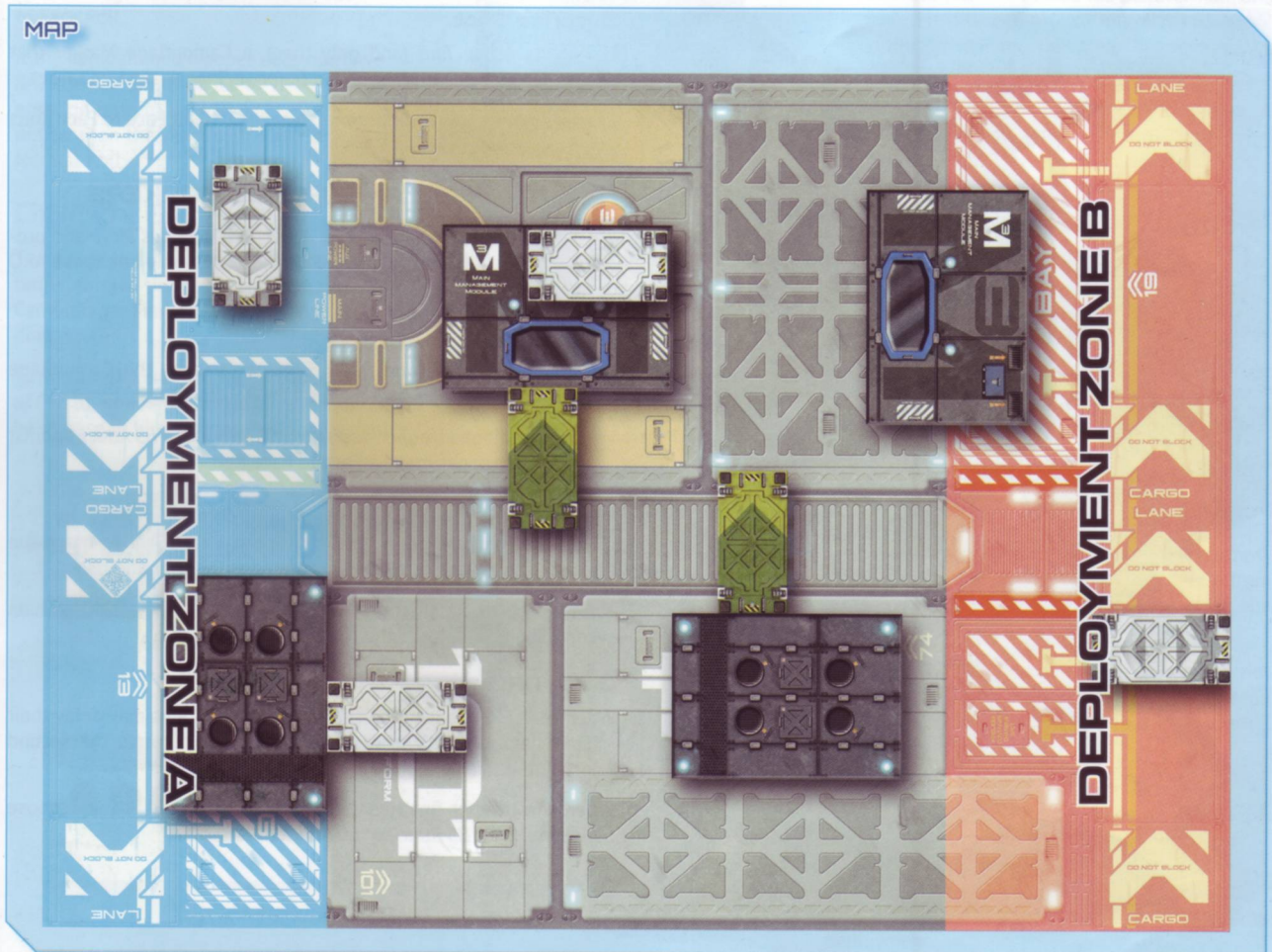
FORCES

Side A (PanOceania): 3 Fusiliers and 1 Orc Trooper (Lieutenant).

Side B (Nomads): 3 Corregidor Alguaciles and 1 Mobile Brigada (Lieutenant).

END-GAME CONDITIONS

The game ends when one of the players has no more troopers on the table. Victory goes to the player with the most *Objective Points*.



MISSION 3: CLEARANCE OF PRODUCTION AREA ALPHA

Sergeant Sadhu's retinal screen showed the rapidly plunging figures of his altimeter. The veteran Akal Commando fingered the controls of his jump capsule almost absent-mindedly. With expert, subtle movements he compensated for the violent re-entry vibrations. Simultaneously, he picked possible landing areas. He heard a crack and a swish, and knew the main ablative shield had disengaged; he was now free to move around. With a smile, Sadhu punched in the coordinates for Production Area Alpha in the Ensom Dal complex: his chosen landing spot. He would fall upon the enemy rearguard, as deadly and unexpected as a lightning bolt in the night.

INTRODUCTION

This mission showcases new combinations of Skills to use during your Orders - the *Discover* ARO, and the Special Skills *TO Camouflage*, *Infiltration* and *Combat Jump*.

NEW ORDER AND ARO COMBINATIONS

From now on, when spending an Order, you may have your trooper declare either one of the combinations of Skills from Mission 1, or one of these:

- » Move + Discover
- » Discover + BS Attack
- » Discover + Dodge
- » Combat Jump

You will also have one more option for your AROs:

- » Discover

THERMO-OPTICAL CAMOUFLAGE (TO)

Troops with this Special Skill carry sophisticated concealment systems capable of making them virtually undetectable.

In game terms, any *BS Attack* or *Discover* Roll against a trooper with Thermo-Optical Camouflage must apply a -6 Modifier.

TO CAMOUFLAGE MARKER

Troops with this Special Skill may choose to start the game concealed, that is, represented by a TO Camouflage Marker (TO/CAMO) instead of their model. This means the enemy cannot readily see the trooper.

While deployed as a TO Camouflage Marker (TO/CAMO), the trooper may declare a *Surprise Shot* and enemies have limited options when acting against it in ARO.

However, the trooper reveals itself and loses its Marker form whenever it declares a combination of Skills different from *Move + Move*, whenever it enters base to base contact with an enemy by *Moving*, or whenever it declares an ARO. When your Marker is revealed, replace it with its figure. You decide its facing when you do so.

Surprise Shot

During its *Active Turn* (and only then), a Camouflage Marker that declares *Move + BS Attack* makes a *Surprise Shot* against its target.

Enemies must apply an additional -3 Modifier to all Face to Face Rolls against *Surprise Shots*.

ARO AGAINST CAMOUFLAGE MARKERS

When a Camouflage Marker in its *Active Turn* declares *Move* and provides enemies with an ARO, the *Reactive Player* only has these ARO options: *Dodge*, *Discover* or *Delay ARO*.

Dodge

Regardless of the second Short Skill declared by the Camouflage Marker, the reactive trooper makes a *PH* Roll to *Dodge*.

If the camouflaged trooper declares a *CC Attack* or a *BS Attack* against the reactive trooper, make a Face to Face Roll.

Discover

If the Camouflage Marker uses its second Short Skill to *Move*, the reactive trooper makes a *WIP* roll to try and *Discover* and reveal it.

If, for whatever reason, the Camouflage Marker reveals itself with its second Short Skill, forgo the *Discover* Roll.

Delay ARO

When reacting against a Camouflage Marker, troops may delay their ARO declaration until after the *Active Player* declares the second Short Skill of his Order.

When the trooper finally declares its delayed ARO, it may choose between *Dodge*, *BS Attack* or *CC Attack*.



Dodge

If the Camouflage Marker declares any Order other than *Move + Move*, the Reactive Player may declare *Dodge*.

If the active Camouflage Marker uses its second Short Skill to declare a *BS Attack* or a *CC Attack* against the reactive trooper, make a Face to Face Roll.

BS Attack

If the Camouflage Marker declares any Order other than *Move + Move*, the Reactive Player may declare *BS Attack*.

If the active Camouflage Marker uses its second Short Skill to declare *Dodge*, *BS Attack* or *CC Attack* against the reactive trooper, make a Face to Face Roll.

CC Attack

If the Camouflage Marker, using *Move + Move*, enters base to base contact with the reactive trooper, then the latter may declare a *CC Attack*.

**Camouflage Marker:
Moving into base to base contact**

If, by declaring *Move*, a Camouflage Marker enters base to base contact with the reactive trooper, it reveals itself immediately, so the ARO resolves slightly differently.

When a Camouflage Marker enters base to base contact with an enemy by *Moving*, the reactive trooper may declare either *Dodge*, *CC Attack* or *BS Attack*.

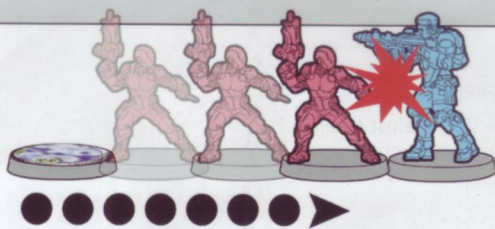
If the camouflaged trooper enters base to base contact with the reactive trooper using the first Short Skill of its Order and uses the second to declare *Dodge*, *CC Attack* or *BS Attack* against it, then make a Face to Face Roll.

If the camouflaged trooper does not have any further Short Skills to declare after entering base to base contact, or chooses not to, then the reactive trooper makes a Normal Roll.

DISCOVER

The successful use of this Skill reveals the target, forcing the opponent to replace its Camouflage Marker with the corresponding figure.

To declare *Discover*, the trooper must have *Line of Fire* to an enemy Camouflage Marker and not be in base to base contact with any enemies.

The Thermo-Optical unit reveals itself at the start of the Order

Before making the *Discover* Roll, measure the distance between the trooper and its target Camouflage Marker and apply the appropriate *MOD* to its *WIP* Attribute.

DISCOVER**Distance Modifiers****DISCOVER ROLL**

When a trooper declares *Discover*, it must make a Normal *WIP* Roll.

If the *WIP* Roll is successful, the opponent must replace the Camouflage Marker with the trooper's figure.

However, if the trooper fails its *Discover* Roll, it cannot attempt to *Discover* that specific Camouflage Marker again until the next *Player Turn*.

DISCOVER + BS ATTACK ORDER

This specific combination of Skills requires some explanation. The *Active Player* must pass a *Discover* Roll **before** making the *BS Attack*. The game sequence goes like this:

- » The *Active Player* declares *Discover* as the first Short Skill of his Order.
- » His opponent declares AROs normally. If the target of *Discover* declared an ARO that revealed it, then its Camouflage Marker is replaced **immediately** by its figure. The *Active Player* may then declare the *BS Attack* as the second Short Skill of his Order, ignoring the now redundant *Discover* Roll.
- » If the target did not reveal itself, then the *Active Player* may still declare a *BS Attack*. However, he must make his *Discover* Roll, and only if it is successful may he roll his *BS Attack*. If the *Active Player* fails that *Discover* Roll, the declared *BS Attack* is canceled as invalid.

Dasyu
ALEPH

COMBAT JUMP

Some troops, equipped with sub-orbital or atmospheric jump gear, have been trained to dive from the sky onto the battleground, falling upon the enemy in devastating surprise strikes.

Troops with this Special Skill may choose not deploy at all during the *Deployment Phase*, instead waiting to make an airborne deployment during the game.

At the beginning of your *Active Turn*, when calculating your *Order Pool*, set aside all Orders generated by your undeployed troops with *Combat Jump*. Those Orders do not go into your *Order Pool*, and may only be used by the trooper that generated them, and only to declare a *Combat Jump* deployment.

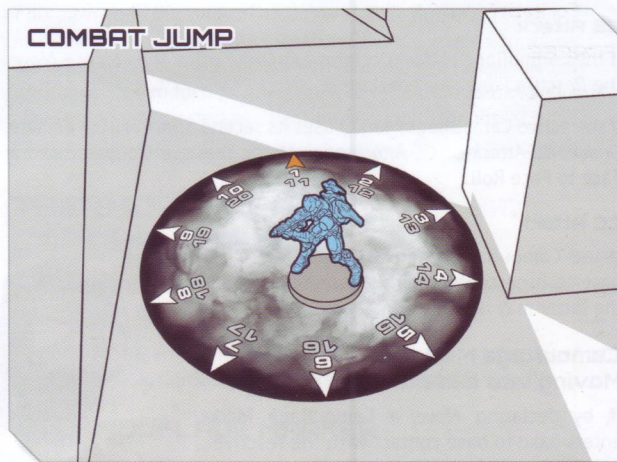
COMBAT JUMP ROLL

By using its Order, the trooper can try to deploy anywhere on the game table using Combat Jump. To make a Combat Jump, follow these steps:

1. As the *Active Player*, you declare Combat Jump, spend the relevant Order, and place the Circular Template where you want your trooper to land. The Landing Area must be free of scenery obstacles.
2. Place the trooper anywhere in the Landing Area, with its base entirely within the Circular Template. You cannot deploy your trooper in base to base contact with any other trooper.
3. Make a Normal *PH* Roll for the trooper. If you fail, place the trooper in your *Deployment Zone*, next to one of the table edges. If you succeed, leave the model where it is.
4. Once the Combat Jump Roll is resolved, the *Reactive Player* may declare their AROs.

INFILTRATION

During the *Deployment Phase*, the user of this Special Skill may deploy anywhere into the same half of the table as its owner's *Deployment Zone*, but never beyond the centre line.



Rasyat
Combined Army

MISSION DETAILS

Main Objectives

- » For each enemy trooper eliminated at the end of the game (1 Objective Point).

Secondary Objectives

- » For each friendly trooper surviving the game (1 Objective Point).

FORCES

Side A (PanOceania): 3 Fusiliers, 1 Akal Commando and 1 Orc Trooper (Lieutenant).

Side B (Nomads): 3 Corregidor Alguaciles, 1 Spektr and 1 Mobile Brigada (Lieutenant).

END-GAME CONDITIONS

The game ends when one of the players has no more troops—either as figures or Markers—on the table. Victory goes to the player with the most *Objective Points*.



AKALIS, Sikh Commandos

MOV	CC	BS	PH	WIP	ARM	BTS	W	S
4-4	15	13	11	13	2	0	1	2
Combi Rifle		Combat Jump						
Knife								

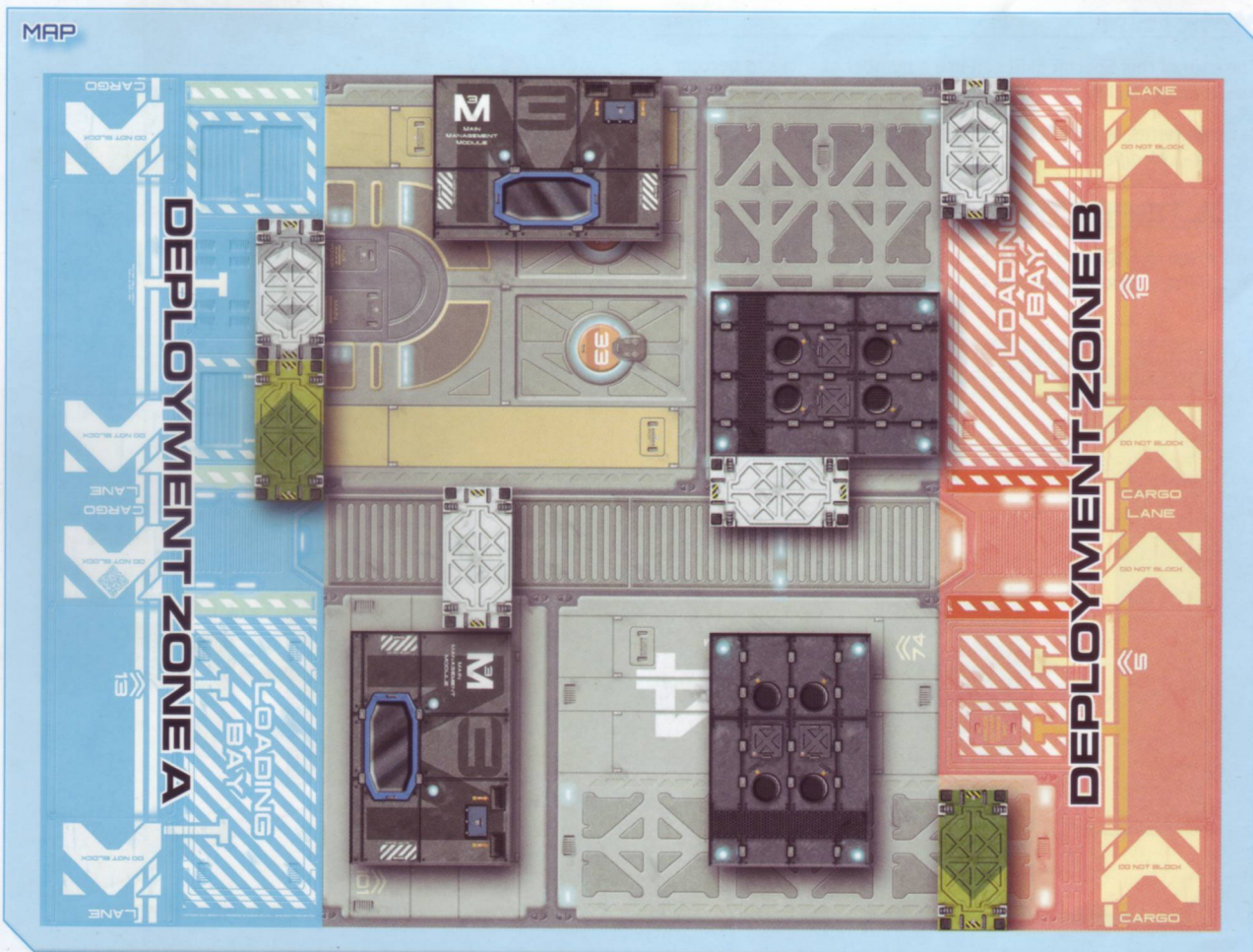


SPEKTR

MOV	CC	BS	PH	WIP	ARM	BTS	W	S
4-4	13	12	12	14	1	3	1	2
Combi Rifle		TO Camouflage						
Knife		Infiltration						



MAP



MISSION 4: CLEARANCE OF PRODUCTION AREA BETA

The helter-skelter of auxiliary structures, heavy-duty capacitors and storage containers around the Production Area was perfect for a raiding team to hide and dig in. This, specialist Nisse Thomas Brekken well knew, and still he didn't care. He was a hunter; Svalarheima was his homeland and, as those Nomads would soon learn, they were his prey. Today, he would teach them that prying into the affairs of PanOceania is a mistake you pay for with your life.

INTRODUCTION

This mission introduces *Silhouette Templates* to help you determine *Lines of Fire*, an automatic movement called *Change Facing*, the Special Skill *Mimetism*, Multispectral Visors and a new weapon: the Sniper Rifle.

VOLUME AND SILHOUETTE TEMPLATES

In game terms, all combatants occupy an unvarying volume on the table. This volume is cylinder-shaped, with its width determined by the base size and its height by the type of trooper.

Silhouette Templates are a game aid designed to help players determine the in-game volume and height of a trooper.

If doubts about the volume of a trooper arise during a game, use the Silhouette Templates to decide exactly what cylinder-shaped space it takes up on the game table.

CHANGE FACING

After the ARM Roll, any surviving trooper who suffered a hit can turn so that the attacker is within his *LOF*.

MIMETISM

The user of this Special Skill can use a number of tricks to become a harder target to hit.

In game terms, any BS Attack against a trooper with Mimetism must apply a -3 *Modifier*.

MULTISPECTRAL VISOR

This piece of Equipment was designed to offset the effects of different military concealment and camouflage technologies.

LEVEL 1

This Visor reduces the *Modifier* for making a BS Attack against a trooper with *Mimetism* from -3 to 0.

Additionally, it reduces the *Modifier* for making a BS Attack or declaring *Discover* against a trooper with *Thermo-Optical Camouflage* from -6 to -3.

LEVEL 2

This Visor reduces the *Modifiers* for making a BS Attack or declaring *Discover* against a trooper with *Mimetism* or *Thermo-Optical Camouflage* to 0.

SNIPER RIFLE

Sniper Rifles are precision weapons with such long range and accuracy that they can dominate the entire battlefield. A well-placed marksman armed with one of these weapons can potentially deter the advance of a whole army.

SNIPER RIFLE



Distance Modifiers

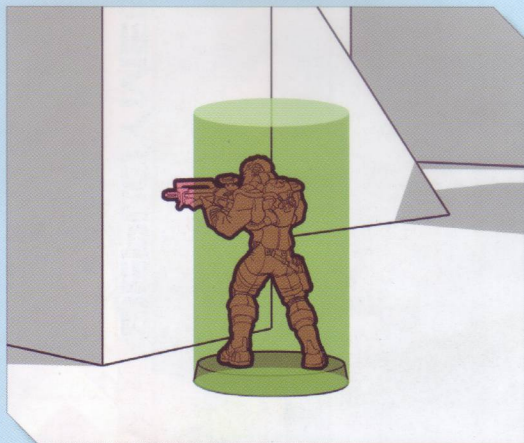


Damage: 15

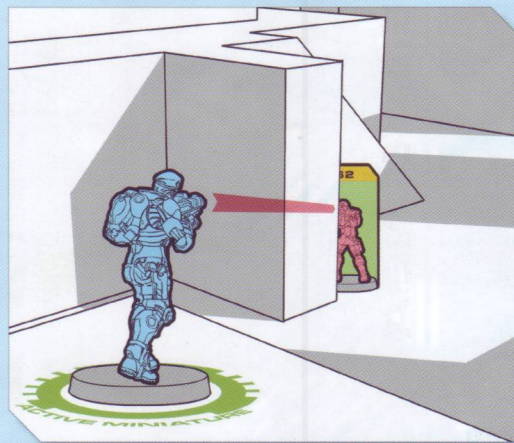
Burst: 2

VOLUME AND LINE OF FIRE

VOLUME OF A MODEL



USING A SILHOUETTE TEMPLATE TO CHECK LOF



MISSION DETAILS

Main Objectives

- » For each enemy trooper eliminated at the end of the game (1 Objective Point).
- » **PanOceania player:** eliminate the Spektr (1 extra Objective Point).
- » **PanOceania player:** eliminate the Grenzer (1 extra Objective Point).
- » **Nomads player:** eliminate the Akal Commando (1 extra Objective Point).
- » **Nomads player:** eliminate the Nisse (1 extra Objective Point).

Secondary Objectives

- » Being the first to eliminate the enemy Lieutenant (2 Objective Points).

FORCES

Side A (PanOceania): 3 Fusiliers, 1 Akal Commando, 1 Nisse and 1 Orc Trooper (Lieutenant).

Side B (Nomads): 3 Corregidor Alguaciles, 1 Spektr, 1 Grenzer and 1 Mobile Brigada (Lieutenant).

END-GAME CONDITIONS

The game ends when one of the players has no more troopers—either as a figure or a Marker—on the table. Victory goes to the player with the most Objective Points.



Svalarheima NISSES

MOV	CC	BS	PH	WIP	ARM	BTS	W	S
4-2	14	13	12	13	3	0	1	2
Sniper Rifle		Mimetism						
Knife		Multispectral Visor L2						

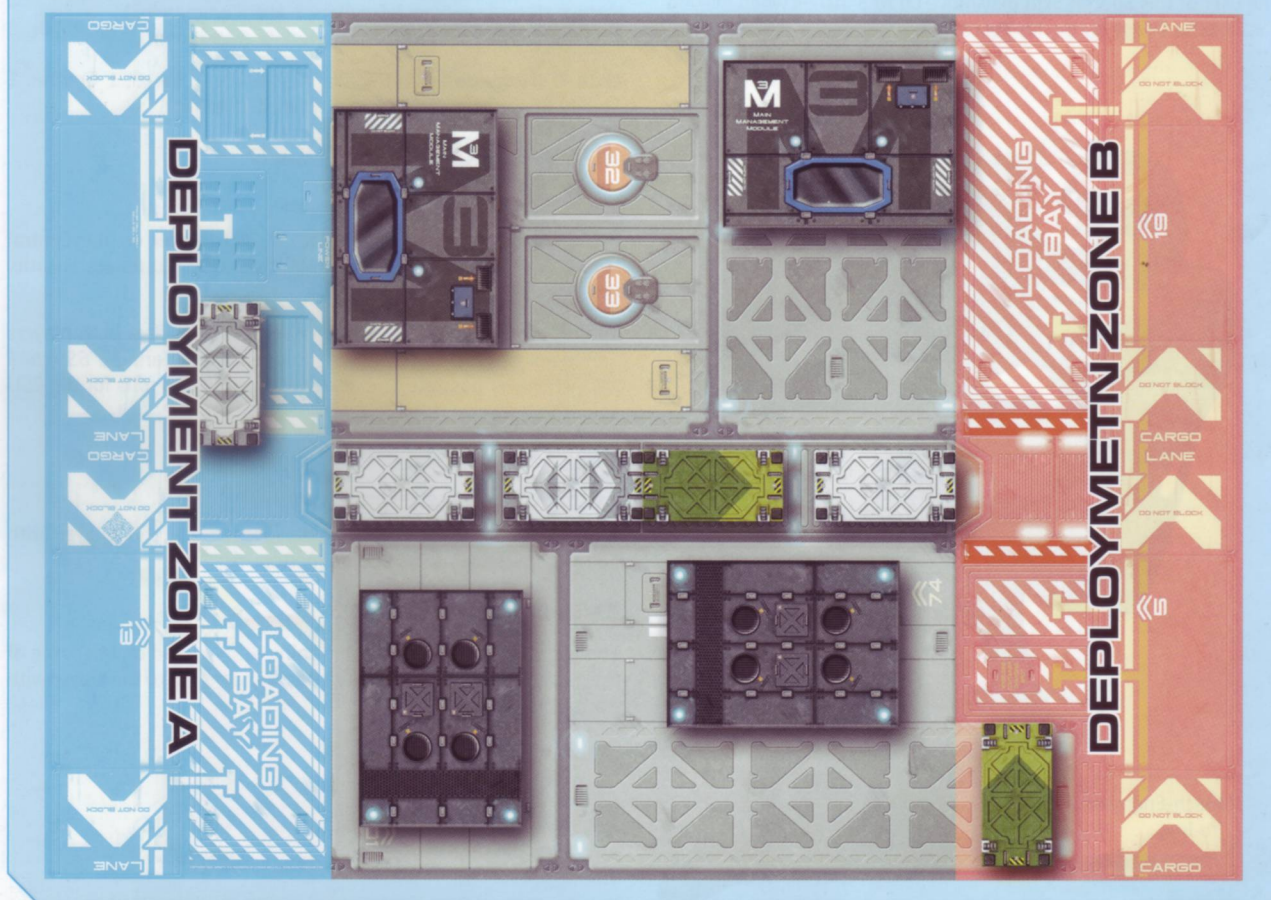


GRENZERS, Grenz Security Team

MOV	CC	BS	PH	WIP	ARM	BTS	W	S
4-2	15	13	11	13	3	6	1	2
Sniper Rifle		Multispectral Visor L1						
Knife								



MAP



MISSION 5: TAKE R&D

The primacy of PanOceania is built upon its technological upper hand. Allowing an enemy to access the scientific secrets of PanOceania's corporations would be akin to baring the Hyperpower's throat. And Father-Knight Mordant, being a soldier of God devoted to the defense of PanOceania, had a sacred duty to eliminate all threats to his country. The Combi Rifle the knight-priest held across his chest was loaded and ready to fire. However, as he patrolled the lab looking for the intruders, the Father-Knight unsheathed his sword, deliberately hefting it in his right hand. He had every intention of taking the confrontation up close and personal...

INTRODUCTION

The final mission of this rulebook introduces the *Doctor* Special Skill, and with it the *Unconscious* and *Dead* states.

ORDER: NEW COMBINATION OF SKILLS

In this mission, the Nomad player can declare a new combination of Skills when she spends an Order:

- » Move + Doctor

UNCONSCIOUS AND DEAD STATES

A trooper that loses the last point of his *Wounds* Attribute, leaving him with exactly zero, automatically enters the *Unconscious* state.

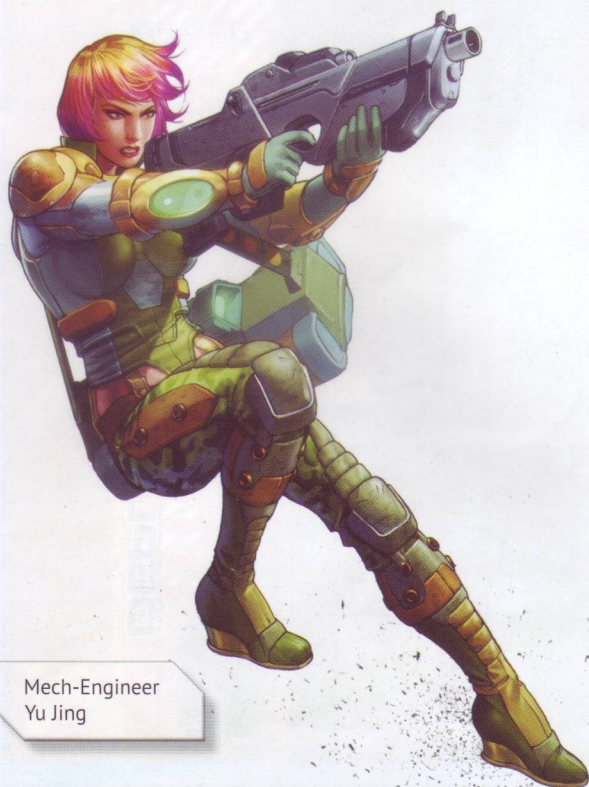
To mark this, place an Unconscious Marker next to the trooper.

Troopers in the *Unconscious* state cannot be activated using Orders or AROs. Also, *Unconscious* troopers do not generate Orders of any kind at the beginning of their *Active Turn*. At the end of the game, *Unconscious* troopers are eliminated and removed from play.

If an *Unconscious* trooper loses any further points from his *Wounds* Attribute, he enters the *Dead* state and is removed from play.

KINEMATIKA

The user of this Special Skill may move up to 3 inches when making a successful *Dodge* during his *Reactive Turn*.



Mech-Engineer
Yu Jing

DOCTOR

Combat doctors have received special training to be able to heal their comrades on the battlefield.

To declare the use of this Special Skill, the user must be in base to base contact with a friendly *Unconscious* trooper.

DOCTOR ROLL

By declaring the *Doctor* Special Skill, the user makes a Normal *WIP* Roll. If the user passes the Roll, the friendly trooper being treated recovers 1 point of his *Wounds* Attribute and recovers from the *Unconscious* state. Remove the Unconscious Marker from the trooper.

However, if the user fails the *WIP* Roll, the trooper being treated enters the *Dead* state and must be removed from play.

MISSION DETAILS

Main Objectives

- » Control the *Central Module* at the end of the game (4 Objective Points).

Secondary Objectives

- » For each enemy trooper eliminated at the end of the game (1 Objective Point).

FORCES

Side A (PanOceania): 3 Fusiliers, 1 Akal Commando, 1 Nisse, 1 Orc Trooper and 1 Father-Knight (Lieutenant).

Side B (Nomads): 3 Corregidor Alguaciles, 1 Spektr, 1 Grenzer, 1 Mobile Brigada and 1 Reverend Healer (Lieutenant).

SPECIAL SCENARIO RULES

CSU, Corporate Security Unit

Before the *Deployment Phase*, place a CSU Marker on the Central Module, as shown on the map, to represent the Corporate Security Unit operative.

The CSU operator is a reactive trooper that considers both players her enemies, so she reacts to all troopers by declaring a *BS Attack* ARO whenever possible. The *Reactive Player* always rolls for the CSU operator.

The CSU operator has a 360° *Line of Sight*.

Controlling the Central Module

You control the Central Module if you are the only player with **non-Unconscious** troopers on its rooftop.

END-GAME CONDITIONS

The game ends at the end of the third Game Round or when one of the players has no troops on the table. Victory goes to the player with the most *Objective Points*.



CSU, Corporate Security Unit

MOV	CC	BS	PH	WIP	ARM	BTS	W	S
4-4	14	12	10	12	0	3	1	2

Combi Rifle
Knife



Military Order FATHER-KNIGHTS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S
4-4	23	14	14	13	5	9	2	2

Combi Rifle
Kinematika
Knife



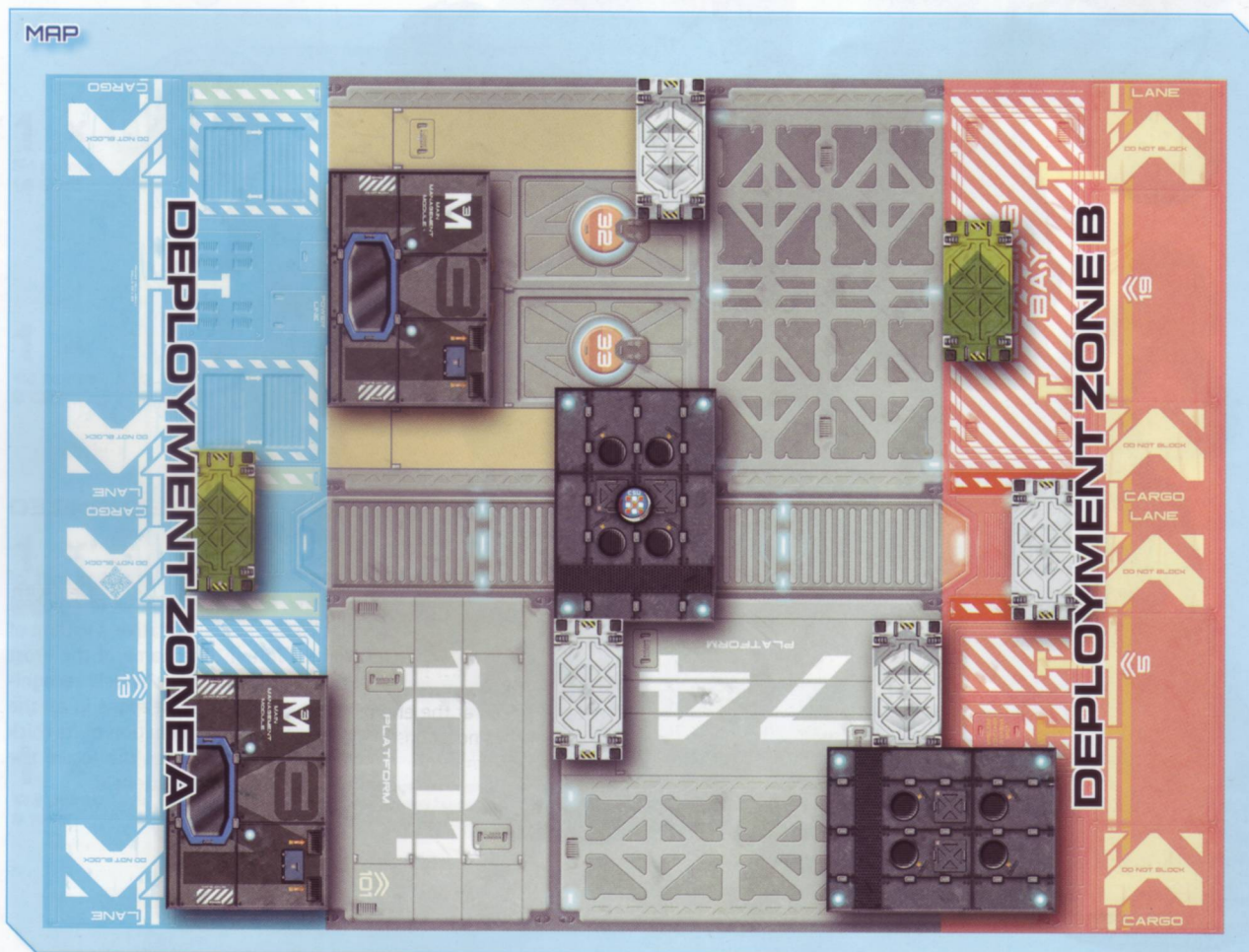
REVEREND HEALERS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S
4-2	19	13	12	14	3	3	1	2

Combi Rifle
Doctor
Knife
Mimetism



MRP



MISSION 5

BEYOND OPERATION: ICESTORM

ADVANCED RULES

This booklet and its rules are just a superficial introduction to the world of Infinity. To fully enjoy the game and its tactical possibilities, you will need the complete rulebook. Now that you have mastered the basics, jumping to the full game will be a breeze.

Remember that the full rulebook and all its expansions, all weapons tables, full army lists for every faction and printable markers and templates are available **completely free of charge** from the Downloads section of the official Infinity website.

This is only the beginning. Connect now and delve deeper into the exciting universe of www.infinitythegame.com !

HOW TO EXPAND YOUR COLLECTION

The models included in this pack will be the starting point of your Infinity collection. By adding a couple of units to them, you will be able to start playing 300-point games, the standard Infinity format.

PANOCEANIA

AUXILIA

Auxilia is the name for the Neoterran light infantry corps garrisoned for the protection of the PanOceanian capital, the "heart of the Sphere". The Auxilia is a general-purpose military force that can comfortably carry out Internal Security tasks.

Their sphere of action is leadership, control and supervision, as well as defense and protection duties that include the use of lethal force to safeguard personnel, equipment and assets. Able to operate in a variety of campaign settings, the Auxilia protects convoys and performs patrols, tactical assignments and military operations for both warfare and anti-terrorist purposes. Being a core element in all plans for the defense of the PanOceanian capital, High Command makes sure to spoil them thoroughly with high-tech equipment: each member of the Auxilia is issued their own Ghost-controlled Auxbot. These small Remotes act as an extension of their owners, facilitating intruder detection and providing extra firepower. It is no wonder the

Neoterran infantry displays the confidence and assertiveness of those who, in the purest PanOceanian style, know they are backed by the best of technologies.



Jotum
PanOceania

JOTUMS, SVALARHEIMA MECHANIZED CUIRASSIERS

Originally stationed on the frost planet of Svalarheima, Jotums are T.A.G.s of colossal size that honor their appellative, a variant of Old Norse's "Jötunn", the name of the Frost Giants of Norse mythology. Widely recognized as one of the finest weapons in all the Human Sphere, the combination of its thick armor and firepower makes the Jotum the dominant factor on any battlefield.

FULL LIST

PanOceania, 300 Points and 3,5 SWC

3 x
30 points
0 SWC

FUSILIERS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S
4-4	13	12	10	12	1	0	1	2
Combi Rifle								
Pistol		Knife						

2 x
28 points
0 SWC

AUXILIA

MOV	CC	BS	PH	WIP	ARM	BTS	W	S
4-4	13	11	10	12	1	0	1	2
Combi Rifle		G: Synchronized						
Pistol		Knife						

1 x
28 points
0 SWC

AUXIBOT

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S
6-4	8	10	8	11	1	0	1	2
Heavy Flamethrower								
Electric Pulse		G: Synchronized						

1 x
22 points
0 SWC

AKALIS, Sikh Commandos

MOV	CC	BS	PH	WIP	ARM	BTS	W	S
4-2	15	13	11	13	2	0	1	2
Combi Rifle	AD: Combat Jump				Religious Troop			
Pistol	E/M CCW							

1 x
34 points
1,5 SWC

SVALARHEIMA NISSES

MOV	CC	BS	PH	WIP	ARM	BTS	W	S
4-2	14	13	12	13	3	0	1	2
MULTI Sniper Rifle		CH: Mimetism		Multiterrain				
Pistol		Knife		Multispectral Visor L2				

1 x
40 points
0 CAP

ORC TROOPS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S
4-4	15	14	14	12	4	3	2	2
MULTI Rifle		Lieutenant						
Pistol		Knife						

1 x
43 points
0 SWC

MILITARY ORDER FATHER-KNIGHTS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S
4-4	23	14	14	13	5	9	2	2
Boarding Shotgun		Assault		Kinematika L1				
Breaker Pistol		DA CCW		Religious Troop				

1 x
103 points
2 SWCJOTUMS,
Svalarheima Mechanized Cuirassiers

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S
6-4	18	15	18	13	10	9	3	7
MULTI HMG + Heavy Flamethrower								
DEP		ECM		G: Remote Presence				



NOMADS

TUNGUSKA INTERVENTORS

Tunguska is home to the best hackers and crackers in the Sphere. Interventors can provide counter-intelligence and cryptologic support on the field, feeding combat intel to their armies and disrupting enemy systems.

Their main purpose is to guarantee the success of electronic supremacy and infowar operations. Interventors are feared as enemies for their ability to bring whole armies to a standstill. Once communications are cut and remote systems are rendered inoperative, a soldier is alone. Without air, artillery or armored support, without a clue where his comrades are or what the general picture looks like, it's back to the Middle Ages. And then all that technology, corroded by an infovirus, turns against the poor soldier, and the last thing he sees is the Interventor's electronic signature projected onto his tactical visor...

'IGUANA' SQUAD

The Iguana Tactical Gear is not the best piece of armor on the market, nor the most modern, but it is sturdy, and easily repaired. It is also been fitted with a unique, Bakunin-conceived optimization package. The Iguana is one of the few TAG models with a pilot ejection system, experimental technology designed in Praxis to give obsolete gear—like the Iguana's original series—a second wind. The autonomous ejectable armor suit gives the pilot considerable anti-ballistic protection and, perhaps most importantly, allows him to carry the Iguana's main armament. With this system, the pilot can distance himself from the downed TAG and remain an active combat asset. In order to harness the full potential of these armored units, the squad puts a lot of effort into training its pilots both physically and psychologically. The Nomad Military Force has determined that the combat success of Iguanas depends mainly on the skill and aggressiveness of their pilots. Facing technologically superior opponents, they depend on their training and tenacity to level the field.



Interventor and FastPanda
Nomads

FULL LIST

Nomads, 292 Points and 4,5 SWC

3 x
30 points
0 SWC

Corregidor ALGUACILES

MOV	CC	BS	PH	WIP	ARM	BTS	W	S
4-4	13	11	10	13	1	0	1	2
Combi Rifle								
Pistol		Knife						

2 x
54 points
1 SWC

Tunguska INTERVENTORS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S
4-4	13	11	10	15	1	9	1	2
Combi Rifle		Hacking Device Plus			FastPanda			
Pistol		Knife						

1 x
31 points
0 SWC

SPEKTR

MOV	CC	BS	PH	WIP	ARM	BTS	W	S
4-4	13	12	12	14	1	3	1	2
Combi Rifle		CH: TO Camouflage		Infiltration		Multiterrain		
Pistol		Knife		Antipersonnel Mines				

1 x
32 points
1,5 SWC

GRENZERS, Grenz Security Team

MOV	CC	BS	PH	WIP	ARM	BTS	W	S
4-2	15	13	11	13	3	6	1	2
MULTI Sniper Rifle		V: Courage			Multispectral Visor L1			
Pistol		Breaker Pistol			Knife			

1 x
39 points
0 SWC

MOBILE BRIGADA

MOV	CC	BS	PH	WIP	ARM	BTS	W	S
4-4	15	13	14	13	4	3	2	2
MULTI Rifle + Light Flamethrower				V: Courage				
Pistol		Knife			Lieutenant			

1 x
33 points
0 SWC

REVEREND HEALERS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S
4-2	18	13	12	14	3	3	1	2
Combi Rifle		CH: Mimicry		Doctor		Religious Troop		
Breaker Pistol		Explosive CCW		Nanopulser		MediKit		

1 x
73 points
2 SWC

'IGUANA' Squadron

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S
6-4	16	14	16	13	6	6	2	7
HMG	Heavy Flamethrower				Repeater			
ECM	Ejection System							



'IGUANA' Operator

MOV	CC	BS	PH	WIP	ARM	BTS	W	S
4-4	14	12	12	13	3	0	2	2
HMG								
Pistol		Knife						



YU JING

PanOceania's challenger, its perpetual opponent, the other great power, is Yu Jing (pronounced you cheeng), the Asian giant. The whole of the Far East, united under the banner of what was once China, has produced an integrated, but heterogeneous, oriental culture. Equipped with a blooming industrial sector, state-of-the-art technology and astounding economic growth, Yu Jing is ready and willing to demand the dominant position to which it feels entitled.



ARIADNA

Ariadna was founded by the descendants of the first human colony ship, thought lost when it disappeared into a wormhole. Isolated on an unknown, hostile planet, the Ariadnans—mainly Cossack, American, Scottish and French in origin—became a tough people. Now that the Human Sphere has regained contact with it, the Ariadnan nation strives to be recognized and respected despite its technological impairment.



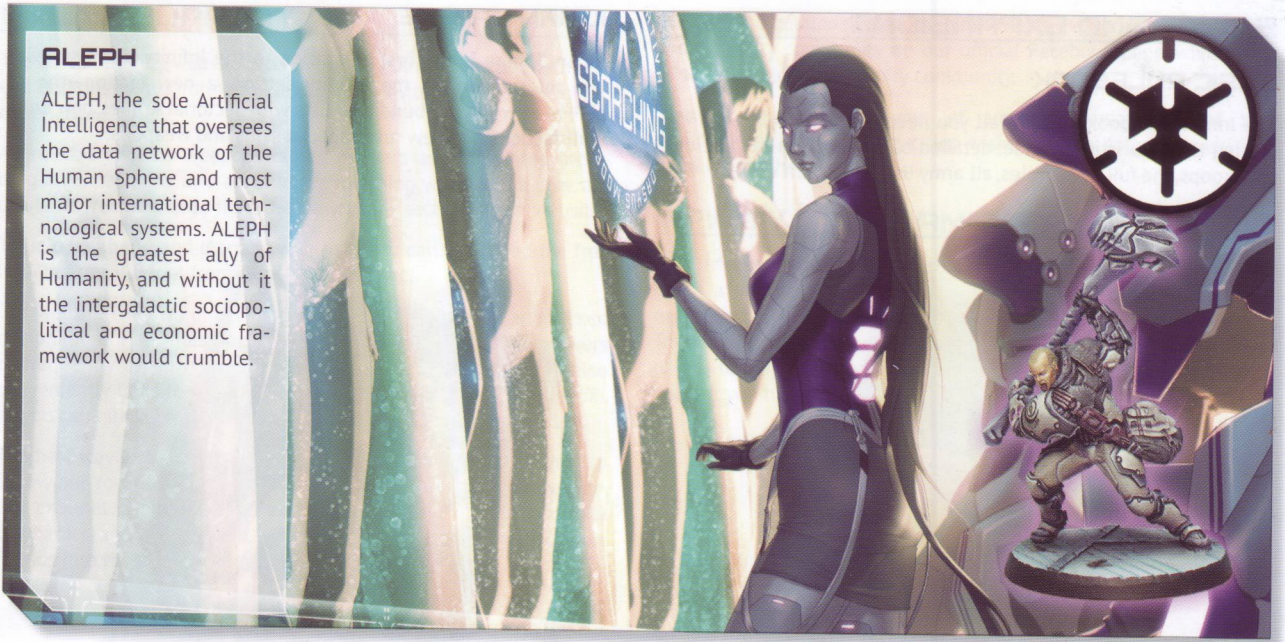
HAQQISLAM

Haqqislam, the New Islam, is a minor power, spread across only a single planetary system, Bourak. Haqqislam has built a culture around a humanist, scholarly version of Islam that is in constant contact with Nature and rejects all fundamentalism. Biomedical science and Terraformation are the two pillars of their development, and Haqqislam is home to the best academies of Medicine and Planetology in the Human Sphere.



ALEPH

ALEPH, the sole Artificial Intelligence that oversees the data network of the Human Sphere and most major international technological systems. ALEPH is the greatest ally of Humanity, and without it the intergalactic sociopolitical and economic framework would crumble.



COMBINED ARMY

And whilst Humanity keeps mindlessly devouring itself, a new threat—perhaps more terrible than any before—has planted a bridgehead in the Human Sphere. A Combined Army of several alien races, under the orders of the Evolved Intelligence, an ancient supreme intellect with hegemonic intentions towards all life forms that cross its path.



TOHAA

The Tohaa are an advanced alien civilization currently waging an open war against the EI and its Combined Army. Tohaa are masters of biotechnology, capable of building terrible viral weapons and impervious symbiont armors, but also of altering other species, granting them more intelligence so they can fight by their side.



BOOKS AND EXPANSIONS

BASIC RULEBOOK

The Infinity rulebook contains all you need to start playing and exploring this futuristic universe: detailed background on the factions and troops, the full game rules, all army lists and much more.



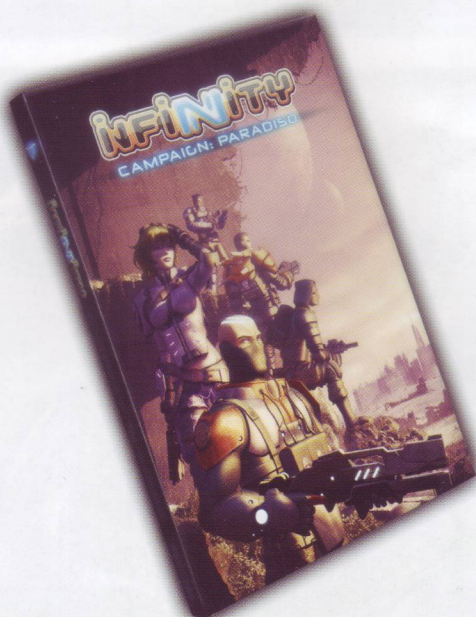
HUMAN SPHERE

Human Sphere is the first expansion to the Infinity universe, with more information on the Infinity setting, a new faction—the AI ALEPH— new ways to build your lists with Sectorial Armies, new units for all factions and new rules, special skills and weapons.



CAMPAIGN: PARADISO

In Campaign: Paradiso you will find exhaustive campaign rules, including tools to create your own campaigns and scenarios and an action-packed campaign with 16 specifically-designed missions that continue the gripping plot of Infinity. This new expansion also includes new weapons, troops for every faction and a brand-new faction: the enigmatic Tohaa.



ARTBOOK ONE

This book offers insight on the design processes behind the miniatures of the different factions, from initial sketches to the final models. It also includes 10 gorgeous, exclusive full-color prints with some of the most amazing art from Infinity, now full-page and ready to frame!



ONLINE SUPPORT

The official Infinity website is a hub for all Infinity players. There, you will find plenty of information and game aids to improve your game experience.

All rules, army lists weapons tables, markers and templates, including all expansions, and absolutely everything you need to play, are available free of charge from the Downloads section of our website.

To help you build and manage your lists, you can download the free Infinity Army 4.0 tool from our official website.

Our website will also direct you towards the Infinity Wiki, an indexed compilation of all rules, special skills, weapons, and official answers to frequently asked rules questions to date. Infinity Army 4.0 also conveniently links to the rules description of each term in the Wiki, so you can quickly refer to the rules while building your Army List.

The best way to get up to speed on Infinity gameplay and news is to follow our YouTube channel, linked from the official Infinity website. Our channel is full of useful videos that explain the basic Infinity mechanics and background, effortlessly introducing you and your friends into the Infinity game universe.

You can also get updates about Infinity news, events, releases and the wider Infinity community on our official Facebook page, which will allow you to join the Infinity community.

Discover our diverse range of amazing miniatures and the rich background of this exciting vision of the future by visiting www.infinitythegame.com!

INFINITY TOURNAMENT SYSTEM

The Infinity organized play programme offers players around the globe a platform where they can compete for phenomenal prizes each season. Anyone can organize an official ITS event, using the Tournament Pack that best suits their needs. From friendly two-player games to major tournaments with dozens of contenders, everything will get you higher in the International Player Ranking of the ITS.



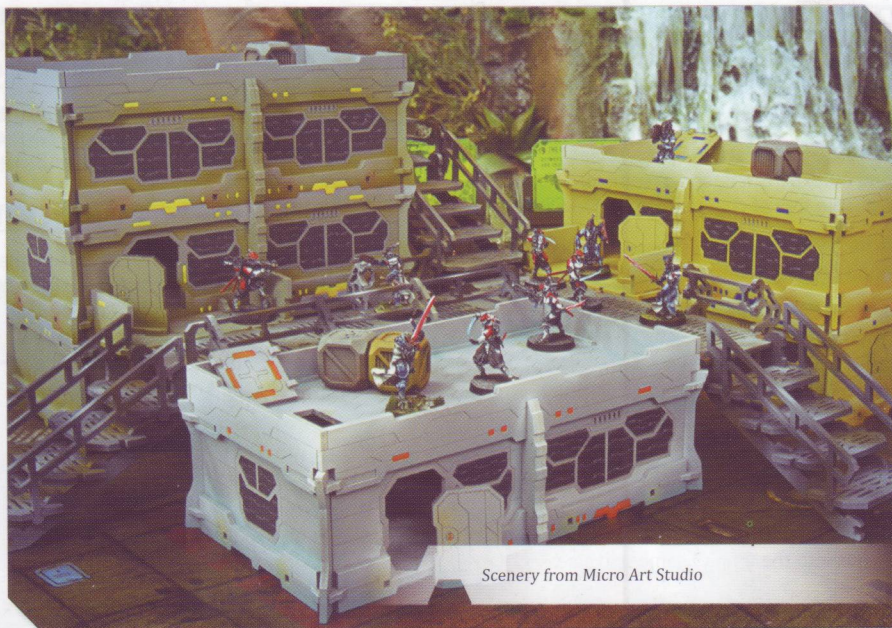
Gorgos and Chaksa Peripheral
Tohaa

PARTNERS

Other companies manufacture Infinity accessories under license so that players can have official, certified options for their game elements and a better experience on a stunningly decorated table that recreates distinctively Infinity aesthetics.

Micro Art Studio offers a whole range of 'Designed for Infinity' products that includes buildings, terrain and scenery, markers, templates, tokens and bases for your models and dioramas.

Battle Foam have created a series of quality bags and foam trays specifically designed for you to securely store and carry your Infinity collection.



Scenery from Micro Art Studio



Scenery from Warsenal

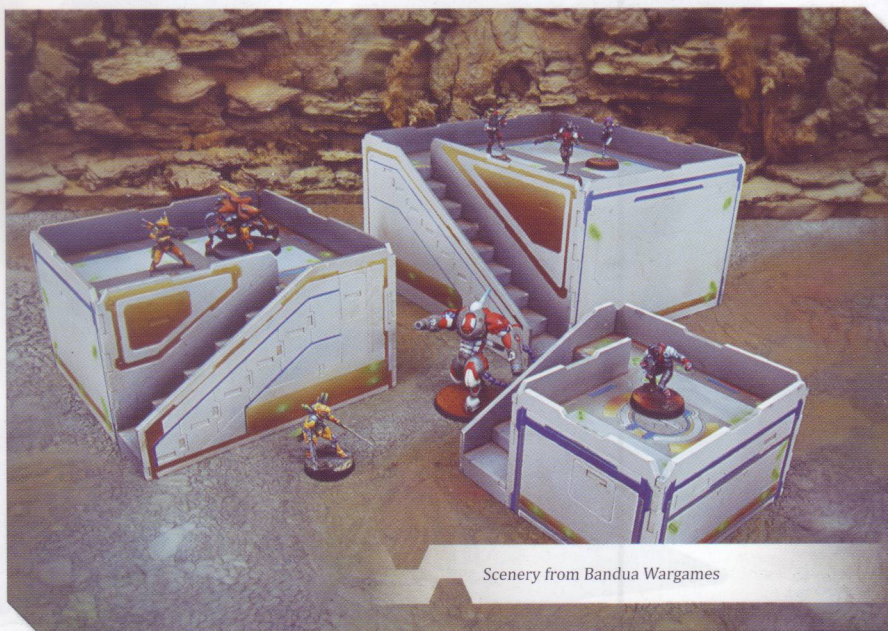
Warsenal have an extensive range of official products in their 'Designed for Infinity' line, such as terrain—including useful pieces of ITS-specific terrain—templates, bases and an assortment of tokens and markers.

Plastcraft produces pre-cut PVC terrain for Infinity game tables that is lightweight, durable and capable of eye-catching, futuristic rounded shapes.

Customeeple specialize in custom designs, but they also offer a variety of ITS scenery, markers, templates and other products, all designed with Infinity players in mind.

Bandua Wargames have a range of budget-conscious Infinity scenery elements to help you fill your table without breaking the bank, from small crates to hulking structures like their impressive Mag-Lev Train.

Antenociti's Workshop offers a wide range of scenery and terrain to spice up your Infinity game tables, from buildings and model vehicles to street furnishings.



Scenery from Bandua Wargames